

ABSTRACT

A gaming machine includes a mechanical component for facilitating concealment of a display device during inactivity. Upon activation, a dynamic member of the mechanical component re-positions to reveal the display device showing a player award. The dynamic member and display combination facilitates an unlimited number of gaming machines. By way of example, a bonus game comprises two arms extending from a top portion of a gaming machine. In response to a primary game outcome, a player is provided with an opportunity to select one of the arms. Upon the player's selection, a hand corresponding to the selected arm, turns over and opens to reveal the display device and displayed bonus award. Other examples include flower petals opening and self-opening bottles. The use of mechanical components having one or more dynamic members attract players and facilitate a unique means of generating and displaying a primary or bonus award.

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